Save the Biodiversity – Part I

Hello Everyone! Now that you have gone through the tutorials of UNITY you must be well versed with the variety of features it offers for game development. This is a good opportunity for you to use the skills acquired over time to create a capstone project that advocates UN SDG 15, the primary goal of which is to restore and protect our biodiversity. To achieve this, you will have to put your creative instincts to use and develop a fascinating and interesting game that will bring the spotlight on SDG 15. Let us begin by setting the background for this project so that you have a fair idea about the stark reality related to the loss of biodiversity and the after-effects that humankind faces as a result.

You will be surprised to know that some experts estimate that around 30% of all species on earth will be extinct by 2050. One of the major causes for this major loss of biodiversity is being linked to poaching which includes illegal hunting, killing, or capturing animals for recreation. Are you aware that since 1970, humanity has managed to wipe out close to 60% of mammals, birds, fish and reptiles living in the forests? This means approximately 30,000 species are being driven to extinction per year. Leading scientists and experts are worried about the emergency situation arising due to indiscriminate killing of wildlife which is now jeopardising the future of mankind.

Biodiversity plays an important role in the functioning of ecosystem. The loss of biodiversity can lead to collapse of the ecosystem, human society and global economic systems. Humans depend on plants, animals, and other organisms for food, building materials, and medicines.

Recent studies reveal that the extent of damage to biodiversity at the hands of humans will take almost 5-7 million years to restore. You could play an important role in saving, protecting and conserving our biodiversity and also reversing the damage. But how?

Let us start by creating a game which will have two levels.

Level 1:

Create a forest full of different kinds of trees. But what good is a forest without its wildlife? So, add as many animals as you can of different types. Don't forget to add those animals that are on the verge of extinction or considered endangered. For e.g. Tiger, Asian Elephant, Red Panda, Snow leopard, Gorilla, etc. Also, add a few poachers who would want to hunt and kill the animals. And last but not the least, remember that the player will don the role of the forest keeper to protect the wildlife from getting destroyed.

The mission of the game is to stop the poachers from hunting the animals. How would you want to stop them will depend on your creativity. The game will be time bound and within the stipulated time your role as a Forest Keeper will be to preserve the forest. You can modify the timer shared earlier in Project 1 package or explore further for other interesting timer packages over the internet.

The game will end in any of the three eventualities –

- o If all the endangered animals get poached.
- o If as the forest keeper, the player eliminates all the poachers.
- o If the total time allowed to play the level 1 elapses.

Make sure that the animals and the poachers will be moving about freely in the forest. You may also introduce points or rewards for endangered species saved from being hunted/ captured.

Apply all your learnings to develop a great game. Enjoy yourself and keep getting better at game development. All the best.

Bye Bye! See you in the next video!